

Comparisons of Job Characteristics

Focus Occupation: Gaming Change Persons and Booth Cashiers (41-2012)

Associated Occupation: Gaming Dealers (39-3011)

[Compare Knowledge](#)

[Compare Skills](#)

[Compare Abilities](#)

[Compare Detailed Work Activities](#)

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<<	Focus occupation element is much lower
<	Focus occupation element is lower
0	Focus occupation element is at a similar level
>	Focus occupation element is at a higher level
>>	Focus occupation element is at a much higher level

Knowledge

Similarity of Focus Occupation to Associated Occupation: 78

Focus Occupation: Gaming Change Persons and Booth Cashiers (41-2012)

Associated Occupation: Gaming Dealers (39-3011)

Associated Occupation's Key Knowledge Elements	Average Rating, All Occupations	Associated Occupation's Rating	Focus Occupation's Rating	Evaluation of Focus Occupation
Mathematics	9.2	14.9	11.3	<< Extensive education and/or training may be required
Customer and Personal Service	11.3	14.6	17.9	> Current knowledge level is likely sufficient
Psychology	6.4	9.5	4.9	<< Extensive education and/or training may be required

The maximum possible rating is 25.

Source: Alaska Department of Labor and Workforce Development, Research and Analysis Section analysis of O*NET (Occupation Information Network) data.

Skills

Similarity of Focus Occupation to Associated Occupation: 83

Focus Occupation: Gaming Change Persons and Booth Cashiers (41-2012)

Associated Occupation: Gaming Dealers (39-3011)

Associated Occupation's Key Skills Elements	Average Rating, All Occupations	Associated Occupation's Rating	Focus Occupation's Rating	Evaluation of Focus Occupation
Monitoring	9.9	9.8	8.9	< A higher skill level may be required
Social Perceptiveness	9.1	9.0	8.4	0 Current skill level may be sufficient
Service Orientation	7.9	8.2	7.3	< A higher skill level may be required
Negotiation	6.8	7.4	6.5	< A higher skill level may be required

The maximum possible rating is 25.

Source: Alaska Department of Labor and Workforce Development, Research and Analysis Section analysis of O*NET (Occupation Information Network) data.

Abilities

Similarity of Focus Occupation to Associated Occupation: 90

Focus Occupation: Gaming Change Persons and Booth Cashiers (41-2012)**Associated Occupation: Gaming Dealers (39-3011)**

Associated Occupation's Key Abilities Elements	Average Rating, All Occupations	Associated Occupation's Rating	Focus Occupation's Rating		Evaluation of Focus Occupation
Oral Expression	12.4	11.9	10.4	<	Some improvement in abilities may be required
Oral Comprehension	12.5	11.5	10.5	0	Current ability level may be sufficient
Problem Sensitivity	11.1	11.1	8.9	<	Some improvement in abilities may be required
Near Vision	11.1	10.6	10.7	0	Current ability level may be sufficient
Speech Clarity	10.2	10.5	8.6	<	Some improvement in abilities may be required
Selective Attention	8.7	10.0	10.3	0	Current ability level may be sufficient
Speech Recognition	9.9	9.9	9.6	0	Current ability level may be sufficient
Manual Dexterity	6.5	9.7	6.8	<<	Extensive improvement in abilities may be required
Perceptual Speed	7.4	9.6	6.7	<<	Extensive improvement in abilities may be required
Speed of Closure	5.9	8.2	6.7	<	Some improvement in abilities may be required
Trunk Strength	5.7	7.5	6.4	<	Some improvement in abilities may be required
Number Facility	6.3	7.3	9.1	>	Current ability level is likely sufficient

The maximum possible rating is 25.

Source: Alaska Department of Labor and Workforce Development, Research and Analysis Section analysis of O*NET (Occupation Information Network) data.

Activities that Both Occupations Have in Common

Similarity of Focus Occupation to Associated Occupation: 76

Focus Occupation: Gaming Change Persons and Booth Cashiers (41-2012)**Associated Occupation: Gaming Dealers (39-3011)**

Work Activities	Exclusivity of Activity
Provide customer service	14
Use oral or written communication techniques	1

Not all positions in these occupations will necessarily perform all of the listed activities. The exclusivity rating is an indication of how unique the activity is amongst all occupations. The maximum rating is 100. High scores indicate that only a small number of occupations engage in that activity.

Source: Alaska Department of Labor and Workforce Development, Research and Analysis Section analysis of O*NET (Occupation Information Network) data.

Tools and Technologies that Both Occupations Have in Common

Similarity of Focus Occupation to Associated Occupation: 12

Focus Occupation: Gaming Change Persons and Booth Cashiers (41-2012)**Associated Occupation: Gaming Dealers (39-3011)**

Tools and Technologies	Exclusivity
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Cash handling supplies	80
Computers	1
Content authoring and editing software	1

Not all positions in these occupations will necessarily use all of the listed tools and technologies. The exclusivity rating is an indication of how unique the tool or technology is amongst all occupations. The maximum rating is 100. High scores indicate that only a small number of occupations use that tool or technology.

Source: Alaska Department of Labor and Workforce Development, Research and Analysis Section analysis of O*NET (Occupation Information Network) data.